

# Umpiring Directions 2024



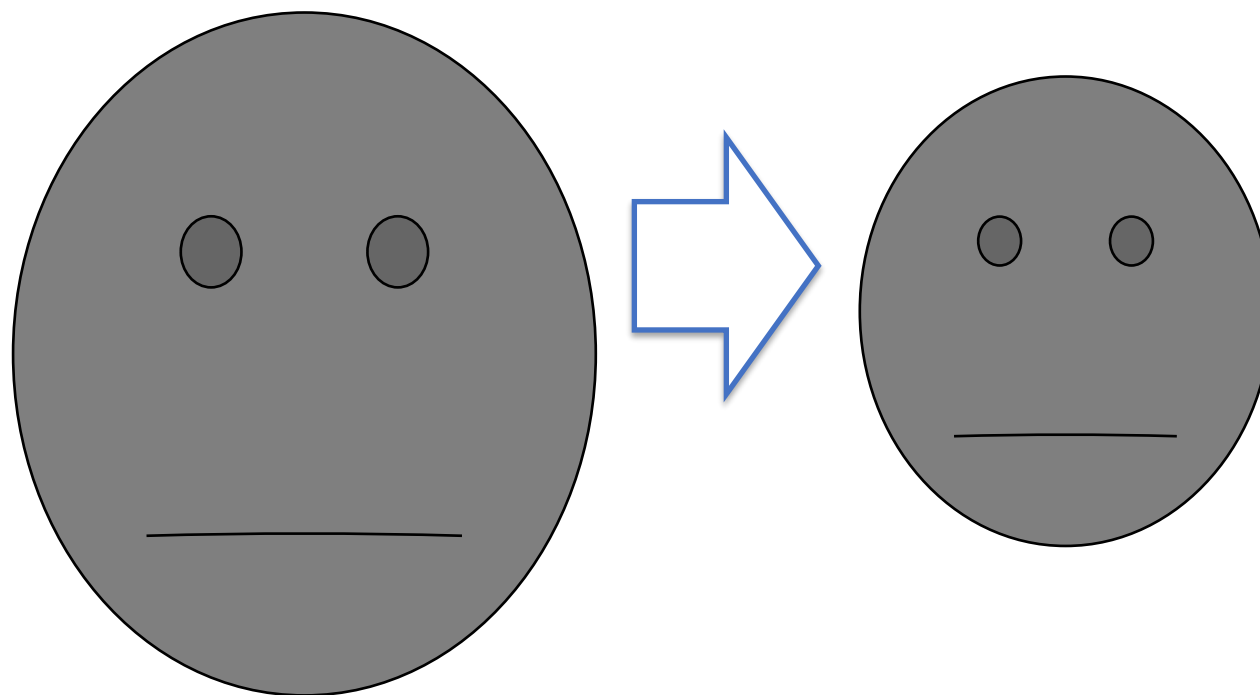
# Opening Remarks...

This briefing... will shape our tournament as umpires ... will be our rules, our guidance, our philosophy... we must keep coming back to it...



## Our AIM

To reduce the grey 'personal interpretation' area as much as possible



- **Self pass.....what is acceptable? Right?** *How far is 5 metres*
- **Playing ball after free hit..... what is acceptable? Right?**
- **Playing the ball after free hit... effort made to trap ball... what is acceptable? Right?**
- **Ball over backline ....what is acceptable? Right**
- **Physical play... what is acceptable? Right**
- **Penalties.... what is acceptable? Right**
- **Aerials.... what is acceptable? Right**
- **Communication with players/coaches .... what is acceptable? Right**

Start with what is  
right rather than  
what is  
acceptable....



## 4 VITAL ASSETS



## PROTECTION OF SKILL

*Eliminate dangerous tackles – enhance player safety*

*Strictness around physical aspects*

*Use of appropriate personal penalties*

*Note: There is a difference between the game becoming more physical versus physical play eliminating skill*

## PROMOTION OF FLOW

*Common sense approach to free hit management*

*Reasonable actions in 5m situations from both attackers and defenders are encouraged*

*Breaking down of play understood, taking the context and influence on the game into consideration*

## POSSESSION/TACKLING

*When and where “illegal” actions take place by both attackers and defenders will determine the appropriate technical and/or personal penalty*

*Distinguishing between poor, deliberate and dangerous actions*

*Acknowledge skill and/or flow when ball is played in the air*

## PRESENTATION OF THE HOCKEY BRAND

*Abusive outbursts and misconduct is not the best advertisement for our sport. We must be mindful of the negative impacts of these types of actions in terms of the marketing of our sport.*

*The crowding of players around an umpire is not permitted. One player may approach an umpire*

*A personal penalty will be issued to any player/s crowding the umpires*

## Presentation of our Game

- **Crowding in circle situations** and penalty corners will be dealt with using the **green card**
- **Off-the-ball incidents** – team work, co operation, communication – **be brave!**
- **Nasty, unsavoury, unsporting, audible swearing** and other examples of misconduct should be dealt with appropriately to preserve the image of the sport



# RULE Reminders...



## Aerial Balls

*The main point of the aerial rule is to **reduce potential for danger....***

***Please note the language changes to assist umpires with their decision making.***

# Key Considerations - Is this aerial situation?....

A contest

An interception/attempted interception

A deliberate interference

# Aerial Balls **GUIDANCE**

**Early judgement** regarding danger over last 20m of ball flight is crucial:

- ✓ Is there a contest?
- ✓ If yes, who will clearly get to the ball first?

There is a difference between a ball that is landing amongst players and a ball that is intercepted in the air:

**Landing ball** – decide who clearly has the 5m of space

**Intercepted ball** – if safely completed – play on

**Intentional Breach of R9.10** – will be managed as misconduct with the same penalties related to intentional fouls in the Rules of Hockey

# A Closer Look...

**Rule 9.10** Players must not approach within 5 metres of an opponent receiving a falling raised ball until it has been received, controlled and is on the ground.

**Phase 1 – Player in space receiving the ball**

**Phase 2 – Player controlling the ball**

The ball may be intercepted within 5 metres but outside of playing distance provided it is done safely.

**Interception must be safe and outside playing distance**

The initial receiver has a right to the ball. If it is not clear which player is the initial receiver, the player of the team which raised the ball must allow the opponent to receive it.

**If no player is in space (contest), free hit to opponent**

# GUIDANCE relating to intent

When a defender/GK **intentionally** prevents the initial receiver from receiving the ball by breaking rule 9.10,

**Phase 1** – Player in space **receiving** the ball – **intentional** breakdown – possible card, **PC in 23 or PS in circle**

As per the rule a defender/GK may intercept the ball safely. **Unsafe interceptions are generally interpreted as non-intentional fouls so will lead to FH or PC respectively.**

**Attempted safe interception – free hit between 23s, free hit in 23, PC in circle**

If a defender/GK allows the initial receiver to receive the ball but breaks rule 9.10 before the ball is controlled and/or on the ground, this is generally interpreted as a **non-intentional foul so a FH outside the circle and a PC inside.**

**Phase 2** – Player **controlling** the ball – **free hit between 23s, free hit in 23, PC in circle**

Guidance  
relating to  
intent.....

*Aerials*

***DON'T GO HUNTING.....***





## RULE Reminders...

### *Masks/Protective Equipment*

**Rule 4.2** was changed to allow for defending players using Penalty Corner **protective equipment** to continue to play the ball outside the circle after an interception during the taking of a penalty corner.

Players can now continue to run with the ball while keeping their protective equipment on, but they must **remove that same equipment immediately after the first opportunity** to do so and **always inside the 23 m area**.

*Players can take an immediate free hit awarded inside 23m area after a penalty corner* when passing the ball to another player. **(NOT a Self Pass)**

**No player using PC protective equipment** can play the ball **outside the 23 m area at any time**. A **free hit** should be awarded outside the 23m line where player crossed the line.

**Please Note: Teams MAY NOT take a 16yd hit with any personal protective equipment on. (Retake 16yd hit)**



# Rule Reminders

## *Masks/ Protective Equipment*

**Rule 12.4** A **penalty stroke** is awarded:

For an offence by a defender in the circle which prevents the probable scoring of a goal.

***If the ball hits a piece of equipment lying in the circle*** (eg mask) and a probable goal is prevented, a penalty stroke may be awarded.

***If the ball hits a piece of equipment lying in the circle*** (eg mask) but does not prevent probable goal is prevented, a penalty corner may be awarded.

## Rule Reminders

### *Ball over the backline...*

Be sure that it was intentional to play ball over backline. ***Differentiate between that intention and a normal defending*** action by defenders.

***Watch for a sweeping action to assist with decisions***

***GK's intentionally kicking or playing the ball*** with their gloves or stick over the back line ***should also be penalised with a PC*** UNLESS this is by deflection which involves NO MOVEMENT during this action. The double action is a good clue regarding intent

# Rule Reminders

## UPGRADING (Free Hit to Penalty Corner)

### **12.3...A penalty corner is awarded:**

- for an ***intentional offence by a defender*** outside the circle but within the 23 metres area they are defending. For example:
- ***Playing the ball away AFTER signal which prevents a quick free hit***
- ***Playing the ball or trying to influence play WITHIN the 5m dotted line area around the circle***
- ***Deliberately interfering with attacker receiving a legitimate aerial in 23m area***

# Rule Reminders..

## UPGRADING (Free Hit to Penalty Corner)

### ***Breakdown inside 23m from re-start outside 23m***

*If an opponent is within 5m of the ball they must not interfere with the taking of the free hit or must not play or attempt to play the ball. If this player is not playing the ball, attempting to play the ball or influencing play, the free hit need not be delayed*

*Defending players who influence or interfere with the play inside the defending 23m area, when play is restarted from outside the 23m area, and therefore **INTENTIONALLY** breach rule 13.2 **will be penalised with a PC** and **MAY** receive a personal penalty.*

*Rule  
Reminders*

*Tackling...*



# Rule Reminders

## *Tackling...*

***Encourage contests*** – let the game develop

***Be 100% sure before penalising*** – use your eyes and not your ears

***Be strict*** on the breaking down of play & intentional ‘stopping tackles’

Watch for attackers sliding into defenders in circle...

## Physical play.... Sliding Tackles

A sliding tackle which takes down a player is a high risk, high penalty action

**= standard 10 min  
yellow card!**





## Rule Reminder **Goal Keepers**

*Teams no longer have the option to play with a Field Player with Goalkeeping Privileges.*

Teams have now **two options** :

They either **play with a Goalkeeper** who wears protective equipment comprising at least headgear, leg guards and kickers and who is also permitted to wear goalkeeping hand protectors and other protective equipment,

or they **play with Field Players only.**

***Any change between these options should be treated as a substitution***



Rule  
Reminders..

*Goal Keepers*

*What's wrong  
with this  
picture?*



# Rule Reminders

## *Stationary Ball at Free Hit* (Rule 13.2 a)

Players must **show an attempt** to stop the ball before taking a free hit or self pass

*Free hits in the **middle of the field** should be taken **close to the spot***

*Free hits in the **23m area** should be taken **where the offence occurred***

***Get in early** to manage – **avoid resets***

***Watch for rebound of wall, ball boy/girl throw***

*Don't interfere unless the player(s) within 5 metres are affecting the game. This applies to both defenders and attackers.*


***Repeated offence** by team with free hit - **decision can be reversed***

# Rule Reminders

*Free hit,  
Selfpass and  
5m...*

If the attacker interferes illegally within the 5 metres by playing the ball or by interfering with play through channeling:

- First time, **COMMUNICATE** to the offending player that this is not acceptable. Be proactive.

-  Card

- For continuing deliberate fouls penalise with a **CARD**.



# Rule Reminders

## *Rule 13.2 f* *Attacking Free Hits* *within 5m of circle*

If the ***free hit is taken immediately*** the defenders who are inside the circle within 5 metres of a person who takes a self pass, may shadow around the inside of the circle, provided that they do not play or attempt to play the ball or influence play until it has either travelled at least 5 metres.

If the ***attacker chooses not to take the free hit immediately, all other players must be at least 5 metres from the ball*** before the free hit is taken.

# Rule Reminders

*Rule 13.2 f*  
*Attacking Free Hits*  
*within 5m of circle*

*Therefore, in situations **where the ball has to be retrieved** and placed in the correct position....*

***All players must be 5m from the ball before engaging***

Obstruction..



# Obstruction...

Are players trying to play the ball?

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Be aware of use of body to illegally block opponents from ball. Backing into a player is obstruction



## Rule Reminders

### *Obstruction Body & Stick Shielding...*

***Rule 9.12: Obstruction.*** Umpires should penalise shielding the ball with the stick more strictly.

They should also look out for a tackling player who by pushing or leaning on an opponent causes them to lose possession of the ball.



# *Breakdown of Play...*



## *Playing the ball after the whistle...*



- Is a tactic designed to gain an unfair advantage.
- **COMMUNICATE** early – set **STANDARDS**
- Use cards once standard is set.
- Be aware of the foul inside the 23 m.
- Rules to be adhered to i.e. deliberate offence = PC, then a personal penalty maybe applied as necessary.

## *Breakdown of play...*

### ***Recognise where this happens***

- Fast breaks – Turnovers –
- Often just outside the 23 m area
- Time in game

### ***We need to cut this out of the game:***

- COMMUNICATE this early
- Use the  Card(s)
- For continuous breakdowns by one team, we go to 

## Rule Reminders

### *Knocking ball away after whistle...*

Umpires are reminded that players should be penalised when they knock or move the ball away which has a material impact on play.

Players doing this should not go without umpires ***managing this situation*** such as verbal warning but it may not always result in a personal penalty to the offending player if there is no impact on play.

However ***repeated offences***, even with no impact ***MAY result in a personal penalty.***

## Rule Reminders

*Danger...*

**Forget 'lifted' and 'high': *think* 'DANGER'**

Balls over defender's stick in a controlled and skilled manner that touch the leg below the knee are **not** dangerous

***Watch for deliberate chip***, often used out of defence on reverse stick. Penalise if above knee height.

# 3D Skills

3D skills are very exciting for the game and for spectators to see. Players are now commonly using 3D skills such as playing the ball in the air, lifting it over sticks and even carrying the ball for short distances on their sticks. Players carry-out such skills must still allow their opponents to fairly contest for the ball.

As with a raised ball, 3D skills must not cause danger to opponents or make them take evasive action to avoid danger.

Therefore the use of 3D skills which is above knee height close to an opponent may be considered dangerous and a free hit awarded against the ball carrier.

# Reminders

## *Advantage & Flow*

It is important to recognise that sometimes the early whistle is a much greater advantage than allowing play to continue.

***Scan ahead to look for possible open play or congestion to assist with your decision***



# Penalty Corners...



# Penalty Corners...

**Manage teams** to set up as quickly as possible

- *Make them co-responsible*

**First shot at goal** – Height of the ball

- *Was it going into the goal?*
- *Dangerous – above or below the knee?*
- *Slap shot or not?*

## Penalty Corners...

Is the ball stopped  
*inside or outside the  
circle?* Is it hitting  
runner above or below  
the knee

**Obstruction**  
(screening/blocking) by  
**attackers** – sliding?

**Obstruction**  
(screening/blocking) by  
**defenders**

**Breaking** : Defenders /  
attackers

**Injector “feinting”** – be  
clear about what needs  
to happen

## Penalty Corners *Cooperation.*

Be

Be aware of the PC runners and their possible collision with the PC flicker.

Judge

Judge any rough and/or deliberate physical tackles as physical play.

Watch

Also watch for attackers blocking runners

# Rule Reminders

## *PC Completion*

The option that a penalty corner is completed when the ball travels outside the circle for the second time, no longer exists.

***All PCs are now completed when ball goes outside dotted line***

# Penalty Corners... Break

If a **defender** breaks the line before the ball is released into the circle they are to be **sent straight to centre line and not replaced**



# Penalty Corners... Break..

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If an **ATTACKER** breaks the *line* before the ball is released into the circle the **INJECTOR** is sent to the centre line but can be replaced



# Penalty Corners... Break

If an **ATTACKER/INJECTOR** FEINTS before delivering the ball into play they must go beyond the centre line but is **REPLACED BY ANOTHER ATTACKER**.

If the **INJECTOR** takes too much time to play, they should be green carded



## Penalty Corners... *Technical*

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***Subsequent corner*** versus re-taken corner for breaking players returning from the halfway line.

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Remember that the player sent to centre line cannot return to subsequent PC until the original PC was completed ie ball outside the dotted line





# Penalty Stroke...

# Penalty Stroke...

- A major decision for a major foul...  
***Sell Your Decision***
- Ensure goal keeper and taker are in position
- Communicate – *keeper – taker – whistle...*  
*(no longer necessary at higher levels  
HOWEVER recommended at all HA  
tournaments)*

## Penalty Stroke...

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If the Penalty Stroke is taken before the whistle is blown and a goal is scored:

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***THE PS IS TAKEN AGAIN.***

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If the PS is taken before the whistle is blown and a goal is not scored:

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***A FREE HIT IS AWARDED TO THE DEFENCE***

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## Penalty Stroke...

*For any offence by the player defending the PS, including moving either foot before the ball has been played:*

*THE PS IS TAKEN AGAIN .....*

*However, if a goal is scored even though there has been an offence by the defending player then the goal is awarded.*

# Long Corners...

Rules for any other attacking re-start situation in the 23m area will apply. I.e

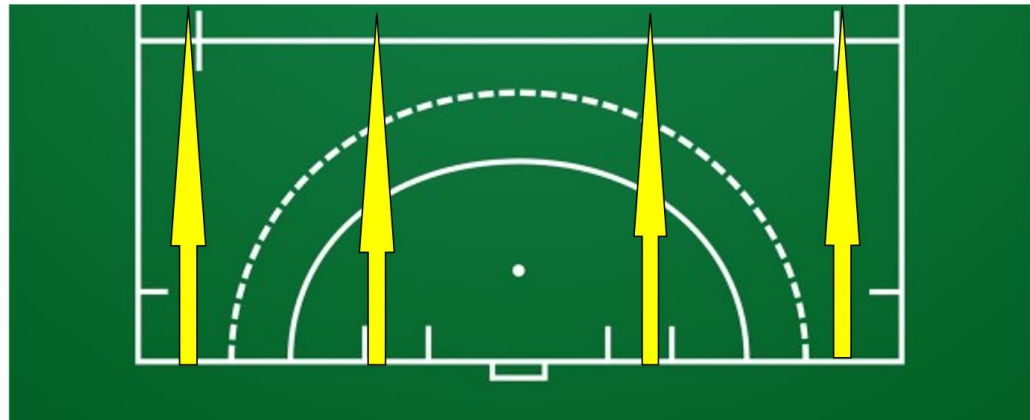
- **All players** other than the person re-starting play must be **5m from the ball**
- **The ball cannot be hit directly into the circle.**
- If the ball is hit directly into the circle the **free hit to the defence is taken from the 23m spot where the** initial LC was taken

# Reminders

## Long Corners

Play is to be restarted with the ball on the 23 metres line and ***in line with where it crossed the back-line.***

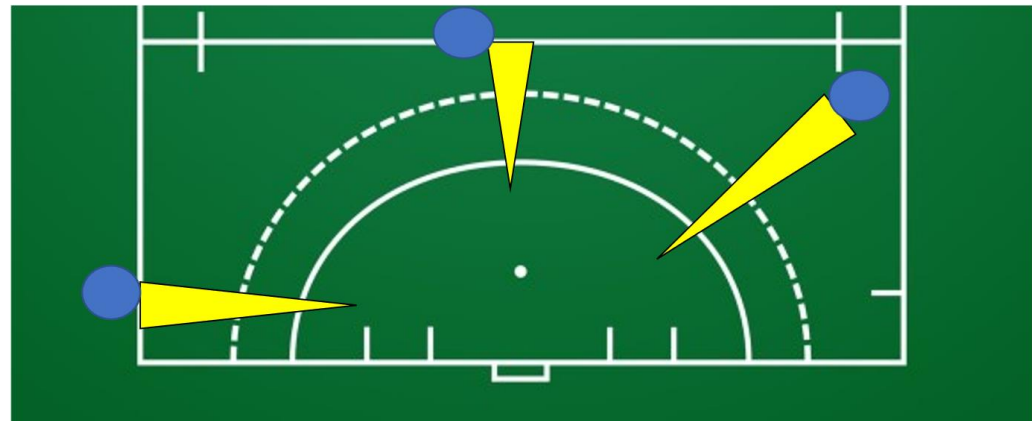
- ***The umpiring signal*** for a long corner will be a normal LC signal followed by a low sweeping arm to the 23m line



## Reminders

*Long Corners,  
Free Hits &  
Sideline balls  
in 23m area*

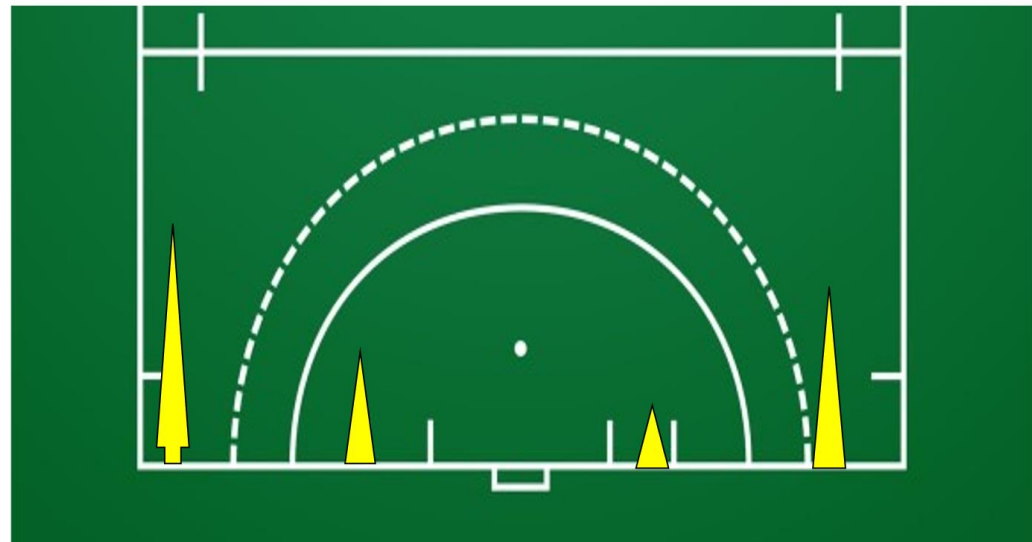
When the ball is hit directly into the circle from a long corner, sideline ball in 23m area or free hit in 23m area, the free hit is taken from where the ball started (and not just outside circle) – **Briefing amendment**



# Rule Reminders

## *16yd/15m Hits*

Play can be re-started anywhere in line with where the ball went out and up to the 16yd/15m line





# Rule Reminders

*40 second  
clock*



# Rule Reminders

## *40 second clock*

Umpires need to manage the 40 seconds – this is all the time teams should be allowed

Provide teams with at least a 10 second call

***PC can be played out before 40 seconds if both teams ready***

Umpire should blow whistle to indicate start of PC

If either attackers or defenders are not ready they should get a green card (injector)

## Rule Reminders

*40 second  
clock*

**Differentiate** between **RE-AWARD** of a penalty corner and **AWARD of a new penalty corner**.

This is important for when defenders have been sent to half way line.

If a RE-AWARD, defending team only defends with 4 players.

Same applies to attacking team – injector cannot return

# Rule Reminders

*40 second  
clock*



Reserve signals 20, 10 seconds then 5 seconds



Umpire then relays message to team



Teams are ultimately responsible

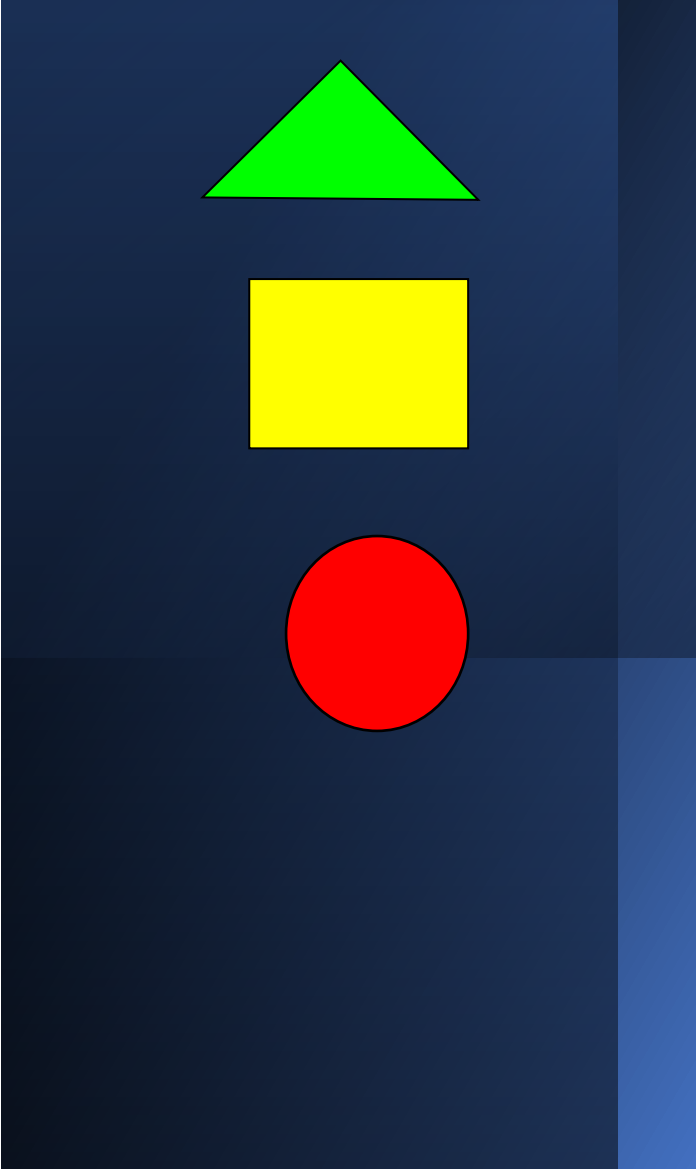


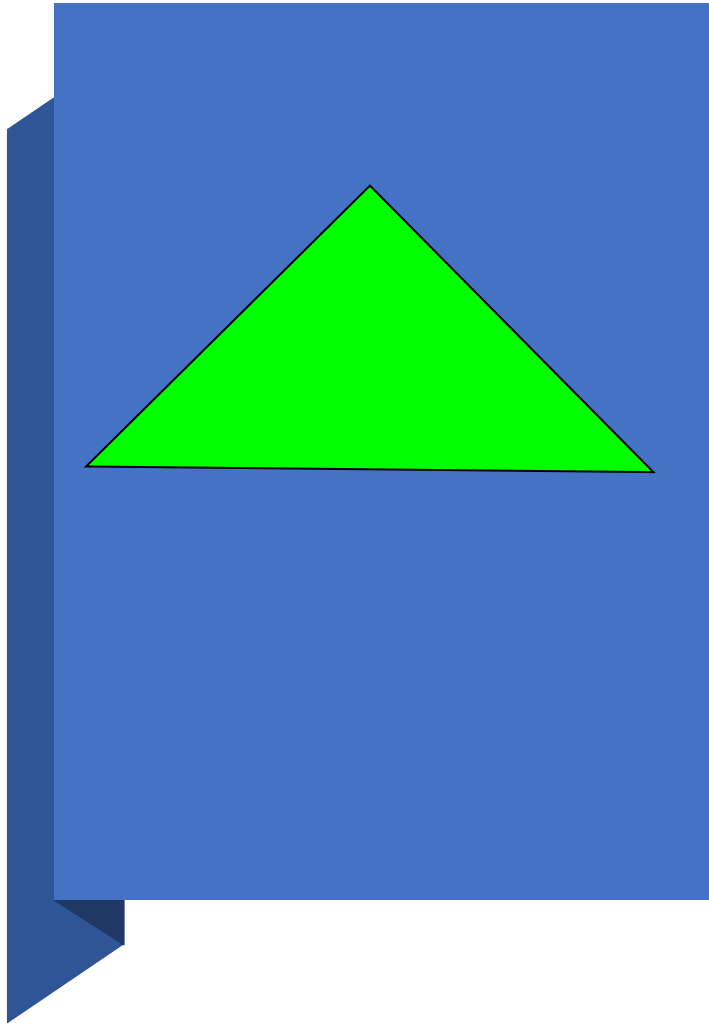
Radio communication will make this process easier

# Cards



2 minutes    min 5 minutes    off



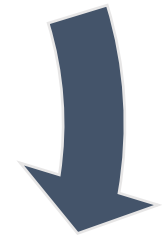


Is not a  
replacement  
for a yellow

***Green Card***  
***- 2 minute***



Time called  
straight back  
in?



Card is  
shown  
clearly

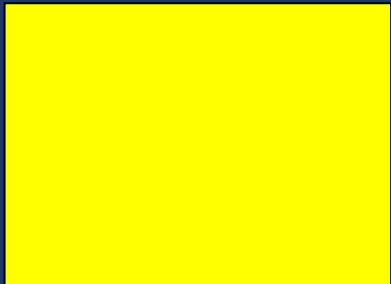


## **GREEN CARD OFFENCES**

- *Playing the ball after the whistle or interference within 5m with low impact on play (but not in 23m area – this should be a PC)*
- *Off-the-ball minor physical offences (pushing/holding at free hits)*
- *Breakdown of play with low impact by deliberate use of feet, body, back of stick...*
- *Minor misconduct – crowding umpire*



## Yellow Card....



*5 minutes unless YOU indicate otherwise.*

- Bench will control the timing
- Card is shown clearly
- Time can be called straight back in or when umpires are ready



## 5 MIN YELLOW CARD OFFENCES

5 min

- *Playing the ball after the whistle with high impact on play or repeated offences*
- *Breakdown of play with high impact on play or repeated offences by deliberate use of feet, body, or back of stick*
- *Physical fouls with body or stick including “off the ball” incidents*
- *All other repeated offences in the “green card” area*

## 10 MIN YELLOW CARD OFFENCES

**10 min**

- *Physical fouls – dangerous and cynical tackles that ground or trip players including sliding tackles by both attackers and defenders*
- *High impact, nasty, deliberate breakdowns with no regard to player safety*
- *Repeated technical yellow card offences*

# Rule Reminders

## *Captain's Responsibilities*

Remember that ***captain's are responsible for the conduct of their team*** including players, bench and coaches.

They can be cautioned or carded for the behaviour or misbehaviour of these people

If captain is suspended the arm band must be transferred to another team member for the duration of the suspension

Even if captain has been substituted they are still responsible for the behaviour of their team.

## Reminders

### *Suspended Players*

***Suspended players are allowed to return to play immediately*** their ***suspension is over*** and this includes after the award of a penalty corner.

***However,*** should this player be substituted after their suspension is over, their substitute team mate cannot enter the field until the conditions are met under the sub